CLAIMS

WHAT IS CLAIMED IS:

1   1. A method for persistently storing an object belonging to a class, comprising the

2   computer-implemented steps of:

3   creating a persistent agent based on a class, said persistent agent providing an

4   interface for persistently storing the object in a persistent object store; and

5   storing the object in the persistent object store based on the persistent agent.

1   2. The method according to claim 1, further comprising the step of modifying the

2   object in the persistent object store based on the persistent agent.

1   3. The method according to claim 1, wherein the step of creating the persistent agent

2   based on the class includes the step of instantiating the persistent agent based on a fully

3   qualified name for a Java class.

1   4. The method according to claim 1, wherein:

2   the persistent object store includes a relational database;

3   and the step of storing the object in the persistent object store includes the step of

4   storing the object in at least one database table corresponding to the class.

1   5. The method according to claim 4, wherein the step of creating the persistent agent

2   based on the class includes the steps of:

3   determining if the at least one database table corresponding to the class has been

4   created; and

5   if the at least one database table is determined not to have been created, then creating

6   the at least one database table.

1   6. The method according to claim 5, wherein step of storing the object in at least one

2   database table includes the steps of:

3   storing values of at least some of the fields in corresponding columns of the database

4   table;

1   7. The method according to claim 6, further comprising the step of designating at

2   least some of the columns as primary key columns based a list of corresponding field

3   names of the object.

1   8. The method according to claim 6, further comprising the step of building an index

2   on at least some of the columns based a list of corresponding field names of the object.

1   9. The method according to claim 1, wherein the object contains another object

2   belonging to another class, said method further comprising the steps of:

3   creating another persistent agent based on the other class; and

4   storing the other object in the persistent object store based on the other persistent

5   agent.

1   10. The method according to claim 1, further comprising the step of establishing a

2   session with the persistent object store;

3   wherein the step of creating the persistent agent includes the step of creating the

4   persistent agent based on the session.

1   11. A method of retrieving a set of objects from a persistent object store, comprising

2   the steps of:

3   creating a persistent agent based on a class, said persistent agent providing an

4   interface for retrieving a set of objects from the persistent object store; and

5   retrieving the set of objects in the persistent object store based on the persistent agent.

1   12. The method according to claim 11, wherein the step of retrieving the set of

2   objects includes the step of retrieving the set of objects in the persistent object store based

3   further on a predicate.

1   13. A method for persistently storing an object belonging to a class, comprising the

2   computer-implemented steps of:

3   creating an agent, said persistent agent providing an interface for persistently storing

4   the object in a persistent object store; and

5   storing the object in the persistent object store using the agent.

1   14. A computer-readable medium bearing instructions for implementing an

2   application programming interface (API) of a persistent agent for persistent storing an

3   object belong to a class, said instructions arranged to implement routines for performing

4   the steps of:

5   instantiating the persistent agent based on the class;

6   storing the object in a persistent object store; and

7   retrieving a set of objects from the persistent object store based on a predicate.

1   15. A computer-readable medium bearing instructions for persistently storing an

2   object belonging to a class, said instructions being arranged to cause one or more

3   processors upon execution thereof to perform the steps of:

4   creating a persistent agent based on a class, said persistent agent providing an

5   interface for persistently storing the object in a persistent object store; and

6   storing the object in the persistent object store based on the persistent agent.

1   16. A computer-readable medium bearing instructions for retrieving a set of objects

2   from a persistent object store, said instructions being arranged to cause one or more

3   processors upon execution thereof to perform the steps of:

4   creating a persistent agent based on a class, said persistent agent providing an

5   interface for retrieving a set of objects from the persistent object store; and

6   retrieving the set of objects in the persistent object store based on the persistent agent.

1   17. A computer-readable medium bearing instructions for persistently storing an

2   object belonging to a class, comprising the computer-implemented steps of:

3   creating a persistent agent based on a class, said persistent agent providing an

4   interface for persistently storing the object in a persistent object store; and

5   storing the object in the persistent object store based on the persistent agent.